27 Cleric of Lathander

LEVEL 7 | AC 19 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

Mace: +14 vs AC; 5 + 5 radiant Damage

Lance of Faith: (range 5): +13 vs DEF (Ref); 15 radiant Damage

❑ **Turn Undead:** (burst 2, Undead targets only) +13 vs DEF (Will); 15 radiant Damage AND push 3 squares AND Immobilized

ABILITIES
Good • Human • Divine
+4 DEF (Will)

CHAMPION 2 ❑❑

- Use when a creature in your warband hits with a ⸸ attack: +10 radiant Damage on that attack.
- Use when a creature in your warband is hit by a ⸸ attack. The attacker takes 10 radiant Damage.

7 Dalelands Militia

LEVEL 3 | AC 16 | DEF 14 | SPEED 6 | HP 15

ATTACK ACTIONS

Spear: +8 vs AC; 10 Damage

Longbow: (sight) +8 vs AC: 10 Damage

ABILITIES
Human • Martial

SPECIAL POWERS

❑❑ **Militia:** Minor action, only while within 5 squares of an allied Human champion; choose 1 effect:

Inspired: +2 Attack and +5 Damage on charge this turn.

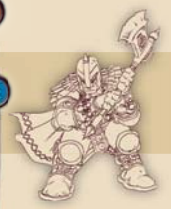
Rally: This creature heals 5 HP AND shifts 1 square closer to that champion.

29 Gold Dwarf Fighter

LEVEL 9 | AC 25 | DEF 21 | SPEED 5 | HP 75

ATTACK ACTIONS

Urgrosh: +16 vs AC; 15 Damage



ABILITIES
Dwarf • Martial
Resist 5 Poison

SPECIAL POWERS

❑❑ **Hobble:** Use when this creature's ⸸ attack damages a target; that target is also Slowed.

Underdark Bane: +2 Attack and +5 Damage against Underdark creatures.

32 Human Dragonslayer

LEVEL 9 | AC 25 | DEF 21 | SPEED 5 | HP 65

ATTACK ACTIONS

Greatsword: +16 vs AC; 15 Damage

❑ ⸸ **Crippling Strike:** +12 vs AC; 10 Damage AND ongoing 10 Damage AND target loses Flight (save ends both)

ABILITIES
Human • Martial
Immune Fear

SPECIAL POWERS

Dragon Slayer 10: +10 ⸸ Damage against Dragon targets.

Dragon Lore: Each ally within 5 squares of this creature has +2 DEF against Dragon enemies.

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122 Large Silver Dragon

LEVEL 13 | AC 29 | DEF 26 | SPEED F8 | HP 120

ATTACK ACTIONS

Bite: +21 vs AC; 15 + 10 cold Damage

❑ **Cold Breath:** (blast 5) +17 vs DEF (Fort); 30 cold Damage AND Immobilized (save ends), 15 cold only on miss. RECHARGE when first Bloodied.

⸸ **Double Attack:** Make 2 attacks, each against a different target.

ABILITIES
Good • Dragon
Flight; Reach 2
Resist 20 Cold

CHAMPION 2 ❑❑

- Use when this champion uses Cold Breath. Creatures in your warband score criticals against Bloodied targets on attack rolls of natural 18+ until end of round.
- Use when this champion starts its turn in one of your victory areas: Score +10 VP.

13 Medium Earth Elemental

LEVEL 4 | AC 18 | DEF 18 | SPEED 5 | HP 35

ATTACK ACTIONS

Slam: +9 vs AC; 10 Damage

❑ ⸸ **Death from Below:** Move up to 5 squares with Burrow, then make an attack: +11 vs AC; 20 Damage AND Immobilized. RECHARGE at start of this creature's turn if no enemy is within 5 squares of it.

ABILITIES
Elemental • Earth
Burrow

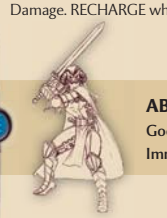
51 Paladin of Torm

LEVEL 11 | AC 27 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

Greatsword: +17 vs AC; 20 Damage

❑ ⸸ **Radiant Smite:** +17 vs AC; 15 + 10 radiant Damage. RECHARGE when first Bloodied.



ABILITIES
Good • Human • Divine
Immune Fear

SPECIAL POWERS

❑ **Cure Serious Wounds:** Minor action; this creature or 1 adjacent ally heals 20 HP.

CHAMPION 2 ❑❑

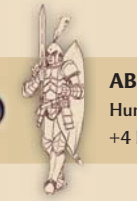
- Use when an enemy causes an ally to become Bloodied. Until end of battle, whenever that enemy takes radiant damage, it takes 5 additional radiant Damage.
- Use at start of round. Until end of round, creatures in your warband have +2 Attack (or +4 Attack against Evil creatures).

11 Soldier of Cormyr

LEVEL 4 | AC 24 | DEF 18 | SPEED 5 | HP 30

ATTACK ACTIONS

Longsword: +11 vs AC: 10 Damage



ABILITIES
Human • Martial
+4 DEF (Will)

SPECIAL POWERS

Cordon: At end of this creature's turn, each Dazed enemy adjacent to this creature is also Immobilized.

Tactical Adjustment: Replaces move action: 1 Martial ally within 5 squares of this creature shifts 1 square.

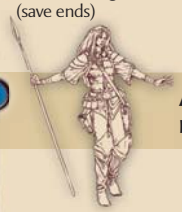
12 Healer

LEVEL 5 | AC 18 | DEF 18 | SPEED 6 | HP 35

ATTACK ACTIONS

Spear: +9 vs AC; 10 Damage

Ray of Brilliance: (range 5) +8 vs DEF (Ref); 5 radiant Damage AND ongoing 5 radiant Damage (save ends)



ABILITIES
Human • Divine

SPECIAL POWERS

❑❑ **Healer's Balm:** Replaces attack action: 1 ally within 5 squares of this creature heals 10 HP.

Healing Touch: Minor action, once per turn; 1 adjacent ally heals 5 HP.

❑ **Remove Paralysis:** End the Helpless, Immobilized, and Stunned condition on each ally within 5 squares of this creature.

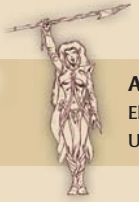
6 Mialee, Elf Wizard

LEVEL 2 | AC 15 | DEF 14 | SPEED 6 | HP 20

ATTACK ACTIONS

Shortspear: +7 vs AC; 5 Damage

Magic Missile: (sight) +9 vs DEF (Ref); 10 Damage, ignore Insubstantial



ABILITIES
Elf • Arcane
Unique

SPECIAL POWERS

❑ **Unavoidable Shot:** Use when making a Magic Missile attack; that attack automatically hits.

5 Catfolk

LEVEL 2 | AC 16 | DEF 15 | SPEED 6 | HP 25

ATTACK ACTIONS

Claw: +7 vs AC; 5 Damage

Longbow: (sight) +8 vs AC; 10 Damage

ABILITIES
Catfolk

SPECIAL POWERS

Light-Footed: Use after making an attack; shift 1 square.

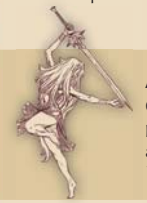
48 Champion of Eilistraee

LEVEL 11 | AC 25 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

Bastard Sword: +16 vs AC; 20 Damage

❑ **Repel Supernatural:** (burst 2) +13 vs DEF (Will); 15 radiant Damage AND push 2 squares; Undead or Shapeshifter targets are also Immobilized



ABILITIES
Good • Fey • Drow

Battle Dance: Immediate, after making a melee attack; shift 1 square.

CHAMPION 2 ❑❑

Warband Building: All nonchampion Medium Drow creatures are legal in your warband.

• Use before taking your first turn of a round. Martial allies have +2 melee Attack and +2 AC until end of round.

• Use when a Martial ally hits with a melee attack: +10 Damage on that attack AND that ally shifts.

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32 Cleric of Kord

LEVEL 8 | AC 20 | DEF 18 | SPEED 7 | HP 65

ATTACK ACTIONS

Longsword: +12 vs AC; 25 Damage

❑ **Thunderblast:** (radius 1 within 10) +10 vs DEF (Fort); 20 thunder Damage AND Dazed

ABILITIES
Half-Orc • Divine

SPECIAL POWERS

❑ **Kord's Blessing:** Minor action; 1 Bloodied ally within 5 squares of this creature heals 10 HP and has +2 Attack until end of round.

CHAMPION 1 ❑

• Use when an enemy becomes Dazed by an attack. That enemy is also Stunned until end of round.

• Use at start of round. Until end of round, allies have +2 melee Attack (or +4 melee Attack against Civilization creatures).

87 Drizzt, Drow Ranger

LEVEL 13 | AC 26 | DEF 24 | SPEED 4 | HP 95

ATTACK ACTIONS

Icingdeath: +17 vs AC; 10 + 5 cold Damage

Twinkle: +17 vs AC; 15 Damage

❑ **Dual Strike:** Make an Icingdeath and a Twinkle attack. RECHARGE when this creature destroys an enemy.

ABILITIES
Good • Drow • Martial
Unique; Scout

Defensive Mobility: +5 AC against opportunity attacks while moving.

Multi-Activation 2: Activates twice per round.

CHAMPION 2 ❑❑

Warband Building: All non-Evil Unique creatures are legal in your warband.

• Use at start of round. Unique allies have +4 Attack and +10 Damage until end of round.

• Use when a Unique creature becomes Bloodied. That creature gains +5 melee Damage until end of battle.

39 Evermeet Wizard

LEVEL 11 | AC 23 | DEF 25 | SPEED 6 | HP 50

ATTACK ACTIONS

Lightning Rod: +16 vs AC; 5 lightning + 5 thunder Damage

Acid Thorns: (range 10) +18 vs DEF (Ref); 10 Damage AND Slowed AND ongoing 5 acid Damage (save ends both)

ABILITIES
Eladrin • Arcane

SPECIAL POWERS

❑❑ **Arcane Ambush:** Replaces attack action: 1 ally within 5 squares of this creature teleports 6 squares, then makes a melee attack.

Reserve Summoning: +1 to your warband's creature limit. During setup, 1 Elemental creature in your warband with cost up to 20 starts off the battle map.

Summon Elemental: (Summoning) Replaces attack action: Choose a creature that is off the battle map due to Reserve Summoning and place it on the battle map in a space within 10 squares of this creature. That creature makes an immediate melee attack and is considered to have activated this round.

15 Graycloak Ranger

LEVEL 5 | AC 19 | DEF 17 | SPEED 6 | HP 35

ATTACK ACTIONS

Longsword: +10 vs AC; 10 Damage

Longbow: (sight) +10 vs AC; 10 Damage

ABILITIES
Elf • Martial

Hide

Strength in Numbers 1: Increase your warband's creature limit by 1.

SPECIAL POWERS

❑ **Animal Companion:** Use during setup; choose 1 Beast ally with cost up to 10. Until end of battle, whenever this creature attacks a target adjacent to that Beast ally, +10 Damage on that attack.

❑ **Soothe The Beast:** Minor action; 1 Beast creature within 5 squares of this creature heals 10 HP.

23 Halfling Ranger

LEVEL 7 | AC 19 | DEF 21 | SPEED 6 | HP 45

ATTACK ACTIONS

Short Sword: +11 vs AC; 10 Damage

Shortbow: (sight) +11 vs AC; 10 + 5 radiant Damage

ABILITIES

Halfling • Martial

Scout

SPECIAL POWERS

Protector of the Wild: +5 Damage against non-Wilderness creatures within 5 squares of this creature.

Wild Focus: Minor action; choose a nonwall square within 10 squares of this creature; this creature treats that square as clear terrain until end of turn.

19 Halfling Wizard

LEVEL 6 | AC 18 | DEF 20 | SPEED 5 | HP 30

ATTACK ACTIONS

Point-Blank Missile: Automatic hit; 10 Damage, ignore Insubstantial AND this creature takes 5 Damage

Magic Missile Wand: (sight) +12 vs DEF (Ref); 10 Damage, ignore Insubstantial

❑❑ **Scorching Ray:** (nearest) +17 vs DEF (Ref); 15 fire Damage

ABILITIES

Halfling • Arcane

SPECIAL POWERS

❑ **Precise Attack:** Use when this creature makes an attack; that attack cannot be redirected.

5 Ialdabode, Human Psion

LEVEL 2 | AC 14 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Staff: +7 vs AC; 10 Damage

Psi-Fire: (nearest) +7 vs DEF (Will); 5 psychic Damage AND Dazed

ABILITIES

Human • Psionic

Unique

+4 DEF (Will)

SPECIAL POWERS

❑ **Psionic Ablation:** Use when an enemy's attack hits this creature or an ally adjacent to this creature; -10 Damage on that attack AND this creature is Immobilized.

49 Moon Elf Fighter

LEVEL 11 | AC 26 | DEF 22 | SPEED 7 | HP 70

ATTACK ACTIONS

Longsword: +17 vs AC; 20 Damage

Tide of Iron: +17 vs AC; 20 Damage AND push 1 square AND this creature shifts 1 square closer to target

ABILITIES

Elf • Martial

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Elven Tactics: Minor action; 1 Elf ally within 5 squares of this creature shifts 1 square.

CHAMPION 3 ❑❑❑

- Use at start of your turn. Activate 1 more or 1 fewer creature this turn.
- Use at start of round. Elf allies have +2 Attack and +5 Damage until end of round.

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7 Ragnara, Psychic Warrior

LEVEL 2 | AC 14 | DEF 13 | SPEED 6 | HP 30

ATTACK ACTIONS

Crystal Sword: +5 vs AC; 10 Damage AND slide target 1 square

ABILITIES

Maenad • Psionic

Unique

SPECIAL POWERS

❑ **Psionic Fury:** Minor action; this creature takes 5 damage, then has +2 Speed and +10 Damage until end of its next turn.

21 Unicorn

LEVEL 6 | AC 19 | DEF 19 | SPEED 8 | HP 45

ATTACK ACTIONS

Hooves: +11 vs AC; 10 + 5 radiant Damage

ABILITIES

Good • Fey • Magical Beast

Aura of Protection from Evil: This creature and adjacent allies have +2 AC and +2 DEF against attacks by Evil enemies.

SPECIAL POWERS

❑ **Fey Escape:** Immediate, when this creature is damaged by an enemy; teleport 10 squares, then each creature adjacent to this creature heals 5 HP.

❑ **Healing Horn:** Minor action; end 1 effect with a duration of (save ends) on 1 adjacent ally OR that ally heals 5 HP.

Powerful Charge 5: +5 Damage on charge.

5 Githzerai

LEVEL 2 | AC 16 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Longknife: +7 vs AC; 10 Damage

Ki Blast: (range 5) +6 vs DEF (Will); 10 psychic Damage

ABILITIES

Githzerai • Ki

SPECIAL POWERS

❑ **Ki Step:** Minor action; teleport 5 squares. RECHARGE when this creature starts its turn adjacent to a Ki ally.

5 Sage

LEVEL 2 | AC 14 | DEF 14 | SPEED 5 | HP 25

ATTACK ACTIONS

Staff: +6 vs AC; 5 Damage

ABILITIES

Human

SPECIAL POWERS

Alchemy: Use when an adjacent ally hits with an attack; damage dealt by that attack becomes one of the following types: acid, fire, or thunder.

❑ **Further Study:** Use when an enemy adjacent to this creature is destroyed; this creature is Immobilized. At end of this creature's next turn, score +5 VP and RECHARGE this power.

56 Clay Golem

LEVEL 13 | AC 29 | DEF 26 | SPEED 4 | HP 85

ATTACK ACTIONS

Crushing Blow: +18 vs AC; 20 Damage

ABILITIES
Construct
Immune Fear
Reach 2

SPECIAL POWERS

Directed Attack: +10 Damage while adjacent to a champion ally.

Loyal Protector: Immediate, after an enemy within Reach resolves an attack against a champion ally; make a attack against that enemy.

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12 Half-Orc Barbarian

LEVEL 4 | AC 14 | DEF 12 | SPEED 7 | HP 40

ATTACK ACTIONS

Claymore: +8 vs AC; 15 Damage

ABILITIES
Half-Orc • Primal

SPECIAL POWERS

Bloodrage 5: +5 Damage while Bloodied.

Bloodthirsty 5: +5 Damage against Bloodied targets.

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16 Wereboar

LEVEL 6 | AC 15 | DEF 15 | SPEED 6 | HP 55

ATTACK ACTIONS

Gore: +9 vs AC; 10 Damage

Stone Axe: +9 vs AC; 10 Damage AND this creature makes a attack

ABILITIES
Shapeshifter
• Primal • Rage

SPECIAL POWERS

Death Strike: Immediate, when destroyed; make a attack.

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106 Aspect of Bane

LEVEL 17 | AC 30 | DEF 29 | SPEED 6 | HP 100

ATTACK ACTIONS

Morningstar: +22 vs AC; 25 Damage

Wild Swing: (burst 2) +22 vs AC; 25 Damage AND push 1 square

ABILITIES
Evil • Immortal
Reach 2

SPECIAL POWERS

Aura of Fear: Adjacent enemies have -2 Attack.

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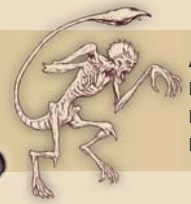
74 Bone Devil

LEVEL 15 | AC 27 | DEF 25 | SPEED 7 | HP 100

ATTACK ACTIONS

Claw: +16 vs AC; 30 Damage

Sting: +16 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends)



ABILITIES
Evil • Devil
Resist 20 Fire, Poison
Reach 2

SPECIAL POWERS

Cull the Weak: Use when an ally within 5 squares of this creature misses with a or attack; destroy that ally AND make an immediate Sting attack.

Relentless Sting: Use when this creature destroys an enemy; make a Sting attack.

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15 Dark Moon Monk

LEVEL 5 | AC 19 | DEF 19 | SPEED 7 | HP 35

ATTACK ACTIONS

Sai: +10 vs AC; 10 Damage

Ghost Shuriken: (range 5) +8 vs DEF (Ref); 5 Damage AND ongoing 5 necrotic Damage (save ends)

ABILITIES
Evil • Human • Ki

SPECIAL POWERS

Close Attacker: Cannot be targeted by attacks while adjacent to an enemy.

Dark Moon Strike: When this creature scores a critical with a attack, target of that attack is also Stunned.

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14 Dread Guard

LEVEL 5 | AC 21 | DEF 17 | SPEED 5 | HP 40

ATTACK ACTIONS

Longsword: +12 vs AC; 10 Damage

ABILITIES
Construct
Immune Poison

SPECIAL POWERS

Defender: Immediate, when an adjacent enemy makes a attack against an ally; make a attack against the attacker.

Dread Defense: Use when making an attack with Defender; that attack is a critical.

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4 Duergar Warrior

LEVEL 1 | AC 17 | DEF 15 | SPEED 5 | HP 20

ATTACK ACTIONS

Steinhammer: +7 vs AC; 5 Damage

ABILITIES
Duergar
Stoneshadow: Conceal 6 while adjacent to a wall.

SPECIAL POWERS

Power from Stone: Use when making a attack while adjacent to a wall; +2 attack and +10 Damage on that attack.

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72 Erinyes

LEVEL 14 | AC 28 | DEF 26 | SPEED F6 | HP 60

ATTACK ACTIONS

Infernal Blade: +19 vs AC; 15 Damage

Hellfire: (radius 1 within sight) +17 vs DEF (Ref); 10 + 10 fire Damage, 5 fire only on miss

❑ **Crushing Will:** (range 5) +17 vs DEF (Will); 20 psychic Damage AND Dominated

ABILITIES

Evil • Devil

Flight

Resist 10 Fire

Vulnerable 5 Radiant

SPECIAL POWERS

❑ **Fiendish Escape:** Immediate, when damaged by an enemy; each creature adjacent to this creature takes 5 fire Damage, then this creature teleports 10 squares.

Unholy Rot: Whenever this creature damages a Good target, that target also takes ongoing 10 necrotic Damage (save ends).

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39 Gauth

LEVEL 10 | AC 22 | DEF 20 | SPEED F4 | HP 40

ATTACK ACTIONS

Bite: +13 vs AC; 10 Damage

Fire Eyes: (nearest) +15 vs DEF (Ref); 15 fire Damage

Stunning Gaze: (blast 3) +15 vs DEF (Fort); Stunned

Warding Eyes: (sight) +15 vs DEF (Fort); Immobilized

ABILITIES

Evil • Aberrant • Beholder

Flight

SPECIAL POWERS

❑❑ **Barrage:** Can make 2 attacks this turn.

Eye Ray Expert: This creature's attacks do not provide opportunity attacks.

Reflexive Flame: Immediate, when targeted by an attack; use Fire Eyes against the attacker with a range of sight.

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57 Human Cleric of Bane

LEVEL 11 | AC 25 | DEF 23 | SPEED 5 | HP 70

ATTACK ACTIONS

Morningstar: +18 vs AC; 15 Damage

❑ **Excoriating Decree:** (blast 3, enemies only) +16 vs DEF (Fort); 20 thunder Damage AND Dazed

❑ **Irrefutable Command:** (range 5) +16 vs DEF (Will); 5 psychic Damage AND ongoing 5 psychic Damage AND Dominated (save ends both)

ABILITIES

Evil • Human • Divine

SPECIAL POWERS

Aura of Crushing Despair: While this creature is not Bloodied, whenever an enemy starts its turn adjacent to this creature, that enemy takes 5 psychic Damage.

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10 Nothic

LEVEL 4 | AC 18 | DEF 16 | SPEED 6 | HP 35

ATTACK ACTIONS

Claws: +9 vs AC; 10 Damage

❑ **Flesh-Rotting Gaze:** (blast 4) +8 vs DEF (Fort); 10 necrotic Damage AND ongoing 5 necrotic Damage (save ends)

ABILITIES

Aberrant

Blindsight

SPECIAL POWERS

New Focus: Replaces attack action: If this creature has line of sight to no enemies, RECHARGE Flesh-Rotting Gaze.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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63 Red Wizard

LEVEL 13 | AC 25 | DEF 23 | SPEED 6 | HP 50

ATTACK ACTIONS

Staff: +16 vs AC; 10 Damage

❑❑ **Fireball:** (nearest, radius 2) +18 vs DEF (Ref); 20 fire Damage, 10 fire on miss

Scorching Burst: (radius 1 within 10) +18 vs DEF (Ref); 15 fire Damage

ABILITIES

Evil • Human • Arcane

+4 DEF (Will)

SPECIAL POWERS

❑ **Sudden Empower:** Use when this creature attacks; +10 Damage on that attack.

CHAMPION 2 ❑❑

- Use at start of round. Arcane allies have +2 Attack and +10 Damage until end of round.
- Use when an Arcane creature misses with an attack. Reroll that attack roll.

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20 Snig the Axe

LEVEL 6 | AC 20 | DEF 18 | SPEED 6 | HP 45

ATTACK ACTIONS

The Axe: +12 vs AC; 15 Damage, scores criticals on attack rolls of natural 19+

Javelin: (range 5) +10 vs AC; 10 Damage

ABILITIES

Goblin • Martial

Unique. Strength in Numbers 3: Increase your warband's creature limit by 3.

SPECIAL POWERS

Devoted Followers: Immediate, when an enemy targets this creature with an attack; choose 1 active adjacent Goblin ally as the target instead.

CHAMPION 1 ❑

Warband Building: All Small Goblin creatures are legal in your warband.

- Use at start of your turn. Each Small Goblin creature in your warband shifts 1 square.
- Use at start of round. Small Goblin creatures in your warband have +2 Attack and +5 Damage until end of round.

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15 Xill

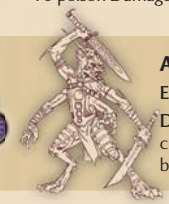
LEVEL 6 | AC 22 | DEF 18 | SPEED 7 | HP 45

ATTACK ACTIONS

Short Sword: +10 vs AC; 5 Damage

❑ **Furious Assault:** Replaces turn: Make 4 attacks.

❑ **Venomous Mandibles:** +8 vs DEF (Fort); 5 + 10 poison Damage AND Dazed (save ends)



ABILITIES

Evil • Planar • Xill

Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

❑ **Planar Hunter:** Use at start of round. Place this creature on the battle map in a space adjacent to a Bloodied enemy.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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7 Zhentarim Fighter

LEVEL 3 | AC 18 | DEF 15 | SPEED 5 | HP 30

ATTACK ACTIONS

Longsword: +9 vs AC; 10 Damage

ABILITIES

Human • Martial

Dark-Hearted: If your warband contains an Evil creature, this creature is Evil.

SPECIAL POWERS

❑❑ **Brutal Defender:** Immediate, when an enemy adjacent to this creature damages an ally with a attack; make a attack against that enemy.

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11 Gravehound

LEVEL 4 | AC 14 | DEF 13 | SPEED 7 | HP 50

ATTACK ACTIONS

Pouncing Bite: +7 vs AC; 10 necrotic Damage AND on a critical, target is Stunned

❑ **Gnashing Jaws:** +7 vs AC; 10 + 10 necrotic Damage AND ongoing 5 necrotic Damage (save ends)

ABILITIES

Undead • Zombie

Resist 5 Necrotic

Vulnerable 5 Radiant

Fragile: When this creature is hit by a critical, it is destroyed.

SPECIAL POWERS

Keen Critical 19: Scores criticals on attack rolls of natural 19+.

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19 Large Ochre Jelly

LEVEL 6 | AC 12 | DEF 15 | SPEED 4 | HP 55

ATTACK ACTIONS

Pseudopod Grab: +9 vs DEF (Ref); 10 Damage AND ongoing 5 acid Damage (save ends)

ABILITIES

Ooze

Fluid Movement: Difficult terrain does not affect this creature's movement.

Resist 20 Acid

Wandering Monster: Sets up in a random victory area.

SPECIAL POWERS

Reflexive Attack: Immediate, when this creature takes damage; make a attack.

❑ **Split:** Minor action, only while Bloodied; remove this creature from the battle map. Place 2 Ochre Jelly creatures with cost up to 8 points each in this creature's space. These new creatures have no uses of Split remaining and are considered to have activated this round.

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3 Warrior Skeleton

LEVEL 1 | AC 15 | DEF 15 | SPEED 6 | HP 10

ATTACK ACTIONS

Scimitar: +5 vs AC; 10 Damage

ABILITIES

Undead

SPECIAL POWERS

Delayed Animation: This creature may start the battle off the battle map. If it does, at start of any round after the first, place it on the battle map in an occupied victory area.

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29 Abyssal Eviscerator

LEVEL 8 | AC 19 | DEF 17 | SPEED 6 | HP 75

ATTACK ACTIONS

Claw: +11 vs AC; 25 Damage

Grab: +9 vs DEF (Ref); 25 Damage AND Immobilized

ABILITIES

Evil • Demon

SPECIAL POWERS

Eviscerating Talons: Minor action, once per turn, only while not Bloodied; 1 adjacent Immobilized creature takes 10 Damage.

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101 Aspect of Demogorgon

LEVEL 17 | AC 30 | DEF 30 | SPEED 5 | HP 100

ATTACK ACTIONS

Tentacle Rake: +23 vs AC; 10 Damage AND ongoing 5 necrotic Damage (save ends)

Forked Tail: +23 vs AC; 10 Damage AND Weakened (save ends)

Inescapable Grasp: (range 10) +23 vs DEF (Ref); teleport the target to any space within 3 squares of this creature

ABILITIES

Evil • Immortal

Reach 3; Resist 20 Fire

Immune Confusion, Fear

Immune Flanking: Does not grant combat advantage when flanked.

Multi-Activation 2: Activates twice per round

SPECIAL POWERS

Rotting Touch: Whenever this creature would deal ongoing damage to a creature already taking ongoing damage, instead increase that creature's ongoing damage by 5.

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75 Aspect of Lolth

LEVEL 15 | AC 29 | DEF 29 | SPEED 8 | HP 90

ATTACK ACTIONS

Lolth's Scourge: +22 vs AC, 10 Damage AND ongoing 10 poison Damage (save ends)

Lolth's Ichorous Web: (range 5) +20 vs DEF (Ref); ongoing 5 poison Damage (save ends) AND Immobilized

ABILITIES

Evil • Immortal • Drow • Spider

Blindsight; Reach 3

Virulent Toxin: Each enemy within 3 squares of this creature loses Immune Poison and Resist Poison.

SPECIAL POWERS

Corruption: +10 Damage against Good targets and targets taking ongoing poison damage.

Easy Prey: +5 Damage against Immobilized targets.

❑ **Scurry:** Minor action; shift 3 squares; can move through enemies.

Quick Webspinner: Minor action, once per turn; make a Lolth's Ichorous Web attack.

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91 Aspect of Orcus

LEVEL 16 | AC 28 | DEF 26 | SPEED F5 | HP 100

ATTACK ACTIONS

Skull Mace: +19 vs AC; 20 + 10 necrotic Damage AND Immobilized

❑ **Blessing of Orcus:** (blast 4) +17 vs DEF (Fort); 20 necrotic Damage (Undead creatures instead heal 20 HP)

❑ **Visage of Orcus:** (nearest, radius 1) +17 vs DEF (Will); 15 cold + 15 necrotic Damage AND Immobilized

ABILITIES

Evil • Immortal • Orcus

Flight; Reach 2

Resist 20 Necrotic

SPECIAL POWERS

❑ **Death Attack:** Use when an enemy is damaged by a Skull Mace attack; that enemy also takes ongoing 20 necrotic Damage (save ends). RECHARGE when first Bloodied.

Deathly Aura: Whenever a creature ends its turn adjacent to this creature, that creature takes 5 necrotic Damage.

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29 Cultist of the Dragon

LEVEL 8 | AC 21 | DEF 19 | SPEED 6 | HP 40

ATTACK ACTIONS

Wyrmtooth Dagger: +15 vs AC; 10 + 5 acid Damage

Draconic Burst: (radius 1 within 10) +13 vs DEF (Ref); 15 acid Damage OR 15 fire Damage

ABILITIES

Evil • Human • Arcane

SPECIAL POWERS

Reserve Summoning: Increase your warband's creature limit by 2. During setup, choose up to 2 Beast, Dragon, or Magical Beast creatures in your warband with cost up to 10 each. These creatures start the battle off the battle map.

Summon Fell Beast: (Summoning) Replaces attack action: Choose a creature that is off the battle map due to Reserve Summoning and place it on the battle map in a space this creature can see. That creature makes an immediate attack and is considered to have activated this round.

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11 Cursed Spirit

LEVEL 4 | AC 20 | DEF 16 | SPEED 6 | HP 20

ATTACK ACTIONS

⨁ **Ghostly Touch:** +7 vs DEF (Ref); 5 cold Damage AND ongoing 5 psychic Damage (save ends)

ABILITIES
Undead
Phasing
Insubstantial

SPECIAL POWERS

Curse Aura: Adjacent creatures have -2 Attack, -2 AC, and -2 DEF.

16 Drow Sergeant

LEVEL 5 | AC 19 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

⨁ **Rapier:** +10 vs AC; 10 Damage

❑ ⤙ **Hand Crossbow:** (nearest) +8 vs DEF (Ref); 5 Damage AND Weakened

ABILITIES
Drow • Martial
Disguise Self: This creature is invisible until after it attacks.

CHAMPION 1 ❑

• Use at start of round. Until end of battle, 1 ally of level 5 or lower deals +5 poison Damage whenever it hits with a ⨁ attack.

• Use at start of this creature's turn. Choose 1 enemy; that enemy grants combat advantage to all creatures in your warband until end of round.

35 Githyanki Fighter

LEVEL 9 | AC 25 | DEF 21 | SPEED 6 | HP 65

ATTACK ACTIONS

⨁ **Silver Greatsword:** +15 vs AC; 20 Damage

⤙ **Telekinetic Grasp:** (range 10) +14 vs DEF (Fort); 10 Damage AND pull 2 squares AND Immobilized

ABILITIES
Evil • Githyanki • Psionic
+4 DEF (Will)

SPECIAL POWERS

Merciless: +10 Damage against Immobilized targets.

❑ **Telekinetic Leap:** This creature or 1 ally within 10 squares of this creature immediately moves up to its Speed as if with Flight.

7 Gnoll Archer

LEVEL 3 | AC 17 | DEF 15 | SPEED 7 | HP 35

ATTACK ACTIONS

⨁ **Battleaxe:** +8 vs AC; 10 Damage

⤙ **Composite Bow:** (sight) + 8 vs AC; 10 Damage

⤙ **Hobbling Shot:** (range 10) + 8 vs AC; 5 Damage and Slowed (save ends)

ABILITIES
Gnoll

SPECIAL POWERS

Sadistic: +5 Damage against Immobilized or Slowed targets.

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55 Hill Giant

LEVEL 12 | AC 23 | DEF 21 | SPEED 6 | HP 100

ATTACK ACTIONS

⨁ **Club:** +13 vs AC; 35 Damage AND push 1 square

❑ ⤙ **Improvised Projectile:** (range 10) +15 vs DEF (Ref); 20 Damage

ABILITIES
Giant
+4 DEF (Fort)
Reach 2

SPECIAL POWERS

Cleave: Immediate, when this creature's ⨂ attack destroys an enemy; make a ⨁ attack.

Overwhelming Size: +2 Attack and +5 Damage against Medium or smaller targets.

11 Medium Fire Elemental

LEVEL 3 | AC 15 | DEF 15 | SPEED 8 | HP 30

ATTACK ACTIONS

⨁ **Fiery Slam:** +10 vs AC; 10 fire Damage

ABILITIES
Elemental • Fire
Resist 10 Fire
Vulnerable 10 Cold

SPECIAL POWERS

❑ **Burn Bright:** This creature takes 5 Damage. Until start of this creature's next turn, creatures that activate adjacent to it take 5 fire Damage.

❑ **Shower of Sparks:** Use when this creature takes damage; each adjacent creature takes 5 fire Damage.

39 Orc Champion

LEVEL 10 | AC 21 | DEF 19 | SPEED 8 | HP 80

ATTACK ACTIONS

⨁ **Halberd:** +13 vs AC; 25 Damage

ABILITIES
Orc • Martial

SPECIAL POWERS

Bloodthirsty 10: +10 ⨂ Damage against Bloodied targets.

Cleave: Immediate, when this creature's ⨂ attack destroys an enemy; make a ⨁ attack.

12 Orc Raider

LEVEL 5 | AC 17 | DEF 17 | SPEED 8 | HP 45

ATTACK ACTIONS

⨁ **Scimitar:** +10 vs AC; 5 Damage

ABILITIES
Orc • Martial

SPECIAL POWERS

Skirmish 5: +5 Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

57 Vampire Aristocrat

LEVEL 12 | AC 26 | DEF 24 | SPEED 7 | HP 75

ATTACK ACTIONS

Saber: +19 vs AC; 15 Damage

Death's Embrace: (Immobilized targets only) +17 vs DEF (Fort); 15 necrotic Damage AND Weakened (save ends) AND this creature heals 10 HP

Vampiric Gaze: (range 10, Fear) +17 vs DEF (Will); 5 psychic Damage and Immobilized

ABILITIES

Evil • Undead • Vampire

Resist 10 Poison, Necrotic

Vulnerable 10 Radiant

Defensive Mobility: +5 AC against opportunity attacks.

SPECIAL POWERS

Aura of Unlife: Whenever a Bloodied enemy within 5 squares of this creature takes damage, that enemy takes +5 Damage.

❑ **Quick Gaze:** Minor action; make a Vampiric Gaze attack.

CHAMPION 3 ❑❑❑

- Use at start of round. Until end of round, allies have +4 Attack against Bloodied targets.
- Use at start of your creature's turn. That creature moves up to its Speed.

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62 Vrock

LEVEL 13 | AC 27 | DEF 25 | SPEED F8 | HP 80

ATTACK ACTIONS

Claw: +17 vs AC; 20 Damage

Bird of Prey: (adjacent target only, provokes opportunity attacks) 3 attacks, each against the same target, +15 vs AC; 15 Damage each

❑ **Stunning Screech:** (burst 3) +15 vs DEF (Fort); Stunned

ABILITIES

Evil • Demon

Flight

Reach 2

SPECIAL POWERS

Mobile Melee Attack: Immediate, after resolving this creature's attack; shift 1 square.

❑ **Spores of Madness:** (burst 2) Immediate, when first Bloodied; +15 vs DEF (Will); Confused

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13 Young Minotaur

LEVEL 5 | AC 19 | DEF 17 | SPEED 6 | HP 45

ATTACK ACTIONS

Broadsword: +9 vs AC; 15 Damage

ABILITIES

Minotaur

SPECIAL POWERS

Powerful Charge 10: +10 Damage on charge.

❑ **Reckless Advance:** Minor action; move this creature up to its Speed.

Young Blood: At end of this creature's turn, if it did not charge this turn, it takes 5 psychic Damage.

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11 Yuan-Ti Pureblood

LEVEL 4 | AC 18 | DEF 18 | SPEED 6 | HP 35

Scimitar: +12 vs AC; 10 Damage

Venomous Strike: +10 vs DEF (Fort); 10 Damage AND ongoing 5 poison Damage (save ends)

ABILITIES

Reptile • Yuan-Ti

SPECIAL POWERS

❑ **Paralytic Poison:** Minor action; 1 enemy taking ongoing poison damage within 5 squares of this creature takes 5 poison Damage and is Slowed.

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Archfiends™ *Credits*

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